

COLLEGE STATION ATHLETICS
Adult Softball Rule Exceptions/Clarifications
2013

1. The official rules shall be those adopted by the Amateur Softball Association of America (A.S.A.).
2. Home run limits:
 - a. Fast pitch Unlimited
 - b. 4 Home Run 4/team/game with the excess ruled outs
 - c. 2 Home Run 2/team/game with the excess ruled outs
 - d. 1 Home Run 1/team/game with the excess ruled outs
 - e. 0 Home Run 0/team/game with the ½ inning ending when a homerun is hit
 - f. **SUB 0 Home Run** 0/team/game with the excess ruled out, half inning over and all runs for that inning go to the other team and player is disqualified and suspended from this division for remainder of the season.
 - g. 16" Home Run Unlimited
3. **Sub 0 Homerun Rules:** A team can score a maximum of 6 runs per inning, but the leading team can never be more than 4 runs ahead at anytime. Once the run a-head limit is reached, any other runs earned will not count toward your score. *If you are a Tournament/Travel caliber team or player, then this division is not for you, regardless if you are a homerun hitter or not.
4. **Only ASA approved softballs will be legal for play** – must be a yellow cover.
 - a. Men's Division – 12" diameter, red stitched, .520 core max or under, and compression of 300 lbs or less.
 - b. Coed Division – Women will hit an 11" diameter ball with red stitching, .440 core max or under, and 375 lbs or less. Men will hit a 12" diameter ball with red stitching, .520 cor max or under, and compression of 300 lbs or less.
5. Teams must be ready at game time or when the officials call for the pre-game coaches meeting, otherwise a forfeit will be declared. If neither team has 8 players then the team with the most players will win by forfeit. If both teams have no players or the same amount of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket.
 - a. Teams must be able to field at least 8 players to start a game.
 - b. "Ghost Outs" are placed in the highest possible position of the line-up at the first and/or second positions.
 - c. In Co-Ed the defensive rule and the alternating batting order rule may not be altered.
 - d. If a Co-Ed team shows up with eight (8) players, five (5) of one sex and three (3) of another, then the first and third batting positions will be used as ghost-outs.
 - e. In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with (to a minimum of 8 players). However, you may not drop in number due to an ejection. This rule will not be considered grounds for protest.
 - f. If a team enters the International Tie-Breaker with Ghost Outs and a ghost out
 - i. causes the last out in the inning before the tie breaker or during the tie breaker,
 - ii. then there will be no runner on second base for that team.
6. There is a time limit of 50 minutes on each game for slow pitch and 70 minutes for fast pitch.
7. 1 & 1 count in all slow pitch leagues. Every player in slow pitch steps up to bat with a 1 ball and 1 strike count. Fast pitch will begin with a 0 & 0 count.

8. The run rule for slow pitch is 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings. Fast pitch is 15 runs after 3 innings, 12 runs after 4 innings and 7 runs after 5 innings.
9. When the game is tied after time or 7 innings has expired, the International Tie-Breaker will go into effect. The last batter to complete his/her turn at bat will start the inning on second base. This format will continue until a winner is determined.
10. The official scorekeeper is the responsibility of the home team. If the score is in doubt the umpire will compare scorebooks and resolve any discrepancies.
11. Profanity, vulgarity, unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of softball and its purpose will not be tolerated. Athletic staff, City employees, League officials or umpires shall remove the offending parties from the park and the Police will be called if deemed necessary. A written report shall be filed with the Athletic staff within 48 hours of the incident. In cases where warranted, a hearing will be held.
 - a. **Any person ejected for profanity, vulgarity, or unsportsmanlike behavior will receive a minimum eight (8) day suspension to be served beginning immediately and could be longer if the infraction warrants it. If a player is ejected from a game, then they must leave the park for the remainder of the night. In addition, the suspended person must meet with a College Station Parks and Recreation athletic staff member to be reinstated into the league.**
12. The consumption or possession of alcoholic beverages and/or illegal substances by participants or spectators may be cause for immediate removal from the park. If a player is caught consuming and/or possessing alcohol during a game (either inside or outside of the dugout) the player will be disqualified or ejected from the game. If a player is disqualified the team can provide a legal substitution or a "Ghost Out" will be placed in the disqualified player's position in the line-up. If the player is ejected the team must provide a legal substitution or the team forfeits the game.
13. Jewelry cannot be worn during games. (Exception: Flat wedding bands and stud earrings). If jewelry must be worn, it has to be taped to the skin.
14. Steel spikes are not allowed in league play, this includes all slow pitch and fast pitch.
15. Players in City of College Station adult leagues must be at least 16 years of age at the time of participation. a) Male players may play on (1) men's slow pitch team, (1) fast pitch team and (1) co-ed team per night. Female players have no rule restriction on the number of teams they can play per night or division. This is a player eligibility protest and must be done by the opposing team according to Rule # 16. b) Teams (5 or more of the same players) wishing to play on multiple nights may do so as long as they register for the same division each night.
16. Rosters are the basis for the legality of players and are due prior to your first game of the season. If a team doesn't turn in a roster to the Athletic office, they cannot have any legal players. Teams that win their division or tournament will not receive their awards unless a roster is on file. (1) Protests on starting players must be done in the first inning. Protest on substitutes must be done before their first complete inning of play. (2) A protest cannot be made after the last out of the game. (3) If there is a player eligibility protest during a game the following shall occur:
17. A valid picture ID will be requested by the umpire for identity.
18. Once identity has been determined and protest filed, the game will continue. If the player is
 - a. there and identity cannot be determined, then suspected player must sign back of game card and present ID at Parks & Recreation Office the next working day for verification.
 - b. player eligibility will be determined by the athletic staff based on team rosters the following work day (exception tournament). If the protest is done during the tournament, then the tournament director will make a decision at the time of the protest (if the player doesn't have an ID, then they are not legal).

- c. any team found with an illegal player shall forfeit that game.
 - d. the Athletic office will determine further action against the illegal player and/or team.
 - e. the player is ineligible to participate at all until a decision has been made by the Athletic office.
19. No roster shall exceed 20 players including a player/manager unless a special exception is made by the Athletic office.
 20. Add/Drops to rosters will be accepted until the **Friday after you've completed your fourth game.**
 21. Teams registered in the zero (0) Homerun division and finish their season 7-1 or better with at least 5 returning players will be required to moved up a division the next season. If a team registers for the upper division and that division does not make on the night they requested they will have the option of moving to a different night or accepting a five (5) run penalty to start each game. If a team meets the same requirements as listed above with the five (5) run penalty they will be given an eight (8) run penalty the next season. **Teams claiming to have less than 5 returning players will be required to turn-in their roster before registration.**
 22. The Divisional Tie-Breaker: (1) Will be decided in order of divisional record and then by head to head. (2) If still tied, then the team that has given up the least amount of runs in the head to head competition will win the division. (3) If still tied, then the team that has scored the most runs in the head to head competition will win the division. (4) If still tied, then the team that has given up the least amount of runs in the division competition will win the division. (5) If still tied, then the team that has scored the most runs in the division competition will win the division. If teams are still tied, then the athletic staff will do a coin flip to determine division winner.
 23. Seeding the tournament bracket: The bracket will be seeded by the following – (1) best record, (2) if tied, then head to head, (3) if still tied, then the tied teams will be drawn for just the seed numbers in question and seeded by order of first to last one drawn. If a division is combined with other same division groups, then the order for seed placement will be the group with the most teams first.
 24. Daily schedules are posted at the Veterans Softball Complex.
 25. When playing conditions are questionable call the Athletic hotline at 764-3732 for the latest information. This recording is usually updated after 3:00pm. You can also check our website at www.cstx.gov/sports for field status.
 26. Games that are rained out will be rescheduled for the first available day. You need to get your rainout reschedule by calling the recording at 764-3732 or the office at 764-3486 between 8:00 - 5:00 Monday through Friday. Games that are canceled while in progress will resume from the point of stoppage.

COLLEGE STATION ATHLETICS ADULT SOFTBALL SEASON

TOURNAMENT RULES & REGULATIONS

Tournament Format:	The league tournament will be a single elimination tournament played on each team's regular league night. The regular season does not have to be complete when the tournament is played.
Rules of Competition:	The official rules shall be those found in the 2013 ASA rule book, along with local exceptions.
Time Limit & Run Rule:	Game time is forfeit time. 50 minute time limit for all games. The run rule is 20 after 3 innings, 15 after 4 innings and 10 after 5 innings. Fast pitch is 15 after 3 and/or 4 innings, or 8 after 5 innings. The run rule is in effect the entire tournament.
Tie Breaker:	The International tie-breaker is in effect the entire tournament.
Home Team:	The home team is decided prior to each game by the toss of a coin.
Protests:	All protests must comply with the 2013 ASA rule book and will be ruled on at the time by the Tournament Director or appointed representative.
Cancellation of Games:	It is vitally important that you call the softball recording on game day even if your team does not play. Your game may be affected anytime we have inclement weather during the Tournament. It is your responsibility to find out if your game has moved because of inclement weather. The softball hotline number is 764-3732. If you have a problem getting through call 764-3486 between 8:00 - 5:00 Monday through Friday.
Player Eligibility:	All players will present a valid picture I.D. upon the request of a tournament official to determine his/her identity.
Awards:	Awards will be awarded to the 1 st place team in the overall tournament. Teams that win their tournament will not receive their awards unless a roster is on file.

We encourage questions, observations or comments about the league. We are here to serve you and if you have a problem with players, umpires or spectators, please bring it to our attention.